IN THIS ISSUE

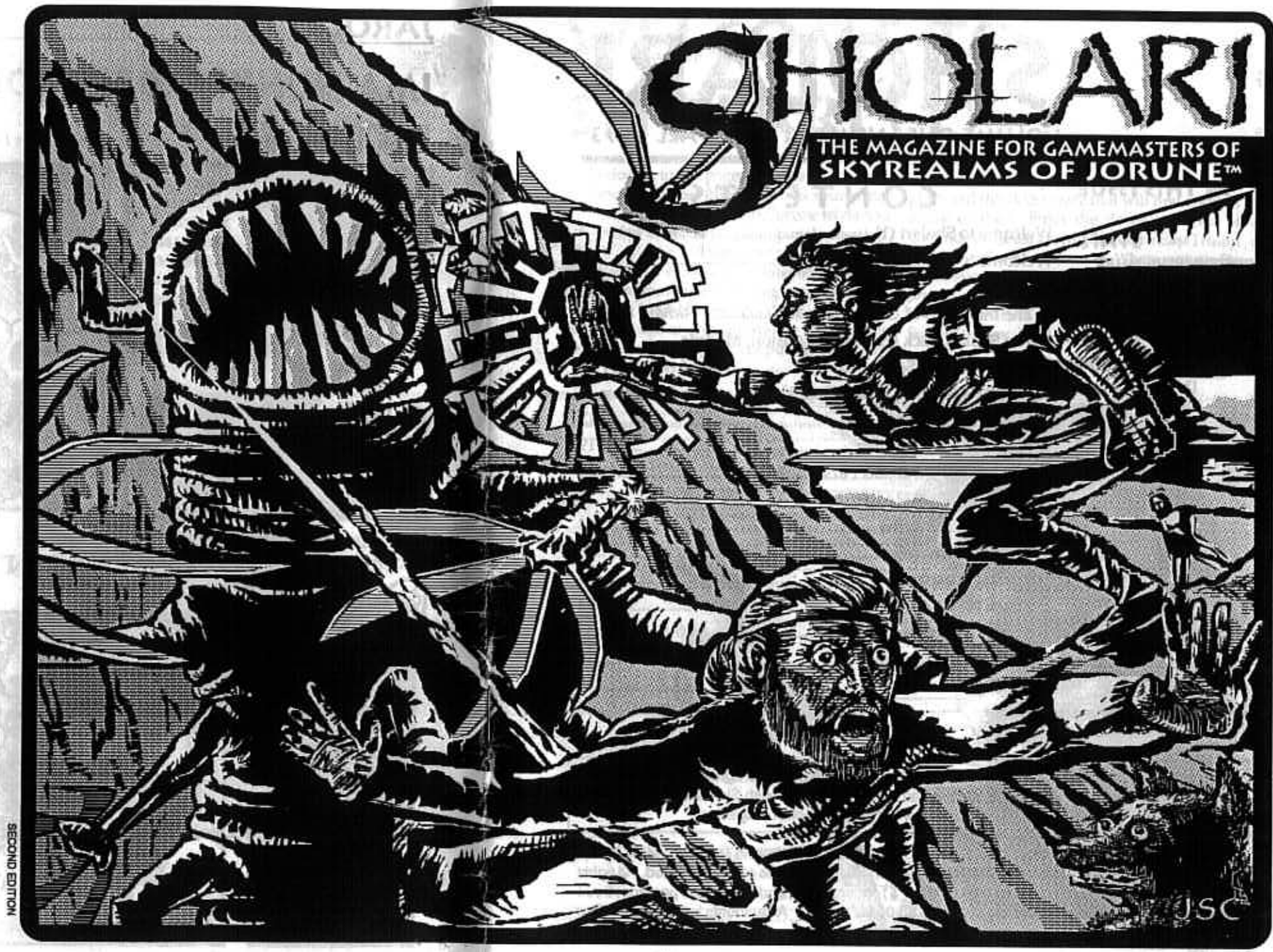
HISTORY OF THE GAME
(PART ONE)

JORUNE AND A HALF:
OCCUPATIONS & WEAPONS

REVIEWS
INNOCENTS OF GAUSS AND THE SHOLARI PACK

ZANNIR
THE RISING LAND

AND MORE...



VOLUME ONE · NUMBER ONE · AUSS 1993 · $4.00US
SECOND EDITION

SHOLARI

VOLUME ONE NUMBER ONE FALL 1993

IN THIS ISSUE

STAFF

EDITOR/PUBLISHER
J. Steven Coleman
COPY EDITOR
Janice Sellers

AUTHORS

David Ackerman
J. Steven Coleman
Richard Eide
Andrew Leker

ARTISTS

George Barr (Pages 4, 6)
Steve Devaney (Pages 3, 26)
Jerry Hamlet (Page 5)
Miles Teves (Pages 8, 9)
J. Steven Coleman (all other art)

CONTENTS

Welcome to Sholari (1) ..... *Andrew Leker* - 3
Welcome to Sholari (2) 32
REVIEWS
The Innocents of Gauss ..... *Richard Eide* - 4
The Sholari Pack (Errata, Expansion, Module and Combat Screen) ..... *David Ackerman* - 6
HISTORY OF THE GAME (Part 1) ..... *Andrew Leker* - 8
ZANNIR: The Rising Land 13
Zannir map ..... 18 -19
Song of Ket Jamil and Pars Qanteh 20
JORUNE AND A HALF:
The Ca-Du Shantha 23
Random Generation 26
Crystal Weapons 31
Quick NPCs 33
Corastin Naming Traditions ..... *Andrew Leker* - 34
Contribution Guidelines 34
JAROON 35

SkyRealms of Jorune™ is a trademark of Skyrealms Publishing, Inc. All rights reserved. Sholari Magazine is an independent Jorune fanzine and is not associated with SkyRealms Publishing. SkyRealms Publishing is not responsible for the content of Sholari magazine.

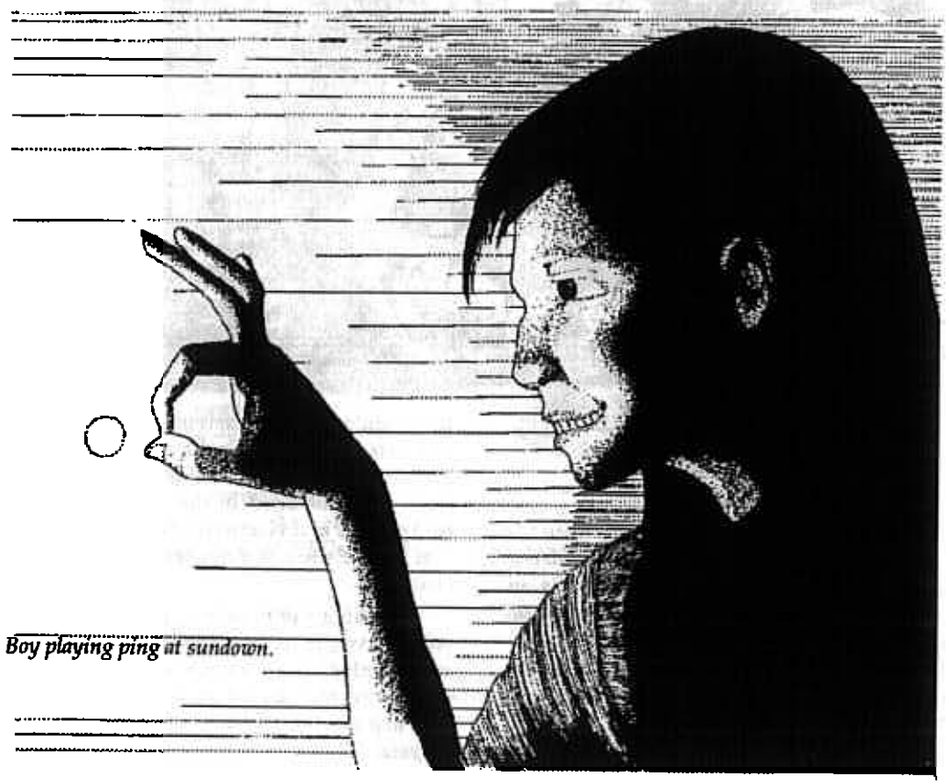
SHOLARI, Volume One, Number One, Fall 1993, published by Talewind Productions, P O Box 12631, Berkeley, CA 94701-2631, © 1993 by J. Steven Coleman unless otherwise noted. All rights reserved. *Subscriptions:* Single issue $4.00 US + $1 for envelope and First Class postage; three issues $10.00, $14.00 foreign surface mail, add $3.00 for air post. All amounts in US funds. Your letters and contributions are invited. See page 34 for contributor's guidelines. 2nd Printing.

WELCOME TO SHOLARI (1)

Welcome to the pages of Sholari, a fanzine for Jorune devotees filled with new source material, system enhancements, Jorune trivia and the history surrounding the game's creation. Unofficial ideas will make their way onto these pages, maybe to be later published under the SkyRealm's name. I am looking forward to both seeing the submissions from those of you with ideas to share and to squirreling away a few hours for some of my own unpublished arcana.

There are many parts of Jorune left to explore and this is the place that will first address many of them. From the deepest secrets of Glounda to the darkest depths of the East Trinnu Jungle Lands, topics abound. When contests for submissions are announced, I'll give Joe some Jorune posters and other goodies to give away. We'll be sure to throw in some true collectables. So don't delay. Enjoy "Sholari" and submit!

– "Achro Acoor," the corastin S



Boy playing ping at sundown.

REVIEW

THE INNOCENTS OF GAUSS

AN INTRODUCTORY MODULE

Art from INNOCENTS OF GAUSS by George Barr, ©1993, Chessex

"THE INNOCENTS OF GAUSS"
by Mark Frein
Price: $ 10.00

The latest product in Chessex's *SkyRealms of Jorune* game line. ***Innocents of Gauss*** is an adventure module designed as an introduction to the game for beginning players and the sholari (the gamemaster in *SkyRealms of Jorune*). It can also fit easily into an existing Jorune campaign by entering the Gauss Valley.

As an example of the Jorune style of play, the module puts emphasis on collecting and understanding clues. Exploring the cultures and peoples of Jorune is a major attraction of the game. Included in the adventure are background and character sheets for NPCs that can be used as pre-genereated player characters.

Attaching the book cover to the pages would prove more helpful in keeping materials together. The character sheets provided are in the center of the book instead of at the end, and may be pulled out to distribute to players.

The locations in the module are clear, sharp and well documented.

It is not necessary for the characters to go through each encounter in order . ***The Innocents of Gauss*** is written in an open style, covering all the choices characters might make while following the adventure. Hints are provided to allow the sholari to bring additional NPCs into the game, but the clues and information are best gained by the characters through role-playing (and some dice rolling).

Author Mark Frein has packed the conclusion of the scenario with plenty o suggestions on how to wrap up the game.

I found ***Innocents of Gauss*** to be playable with a different slant on the typical adventure module. Looting and slaying are not the primary goals of this adventure. I think the open nature of the scenario allows play to progress very quickly. Inexperienced players may have a hard time locating all the clues and putting them togther, which could lead to a long, frustrating session if you also have an inexperienced GM. Experienced role-players should breeze through the adventure in four to five hours - the book contains only twenty-two pages of story, which may seem like sliim pickings.

Overall, I recommend ***Innocents of Gauss*** to anyone interested in the *Skyealms of Jorune* setting. As a resource, it s great for ideas on NPCs, locations and atmosphere.

– Richard Eide

S

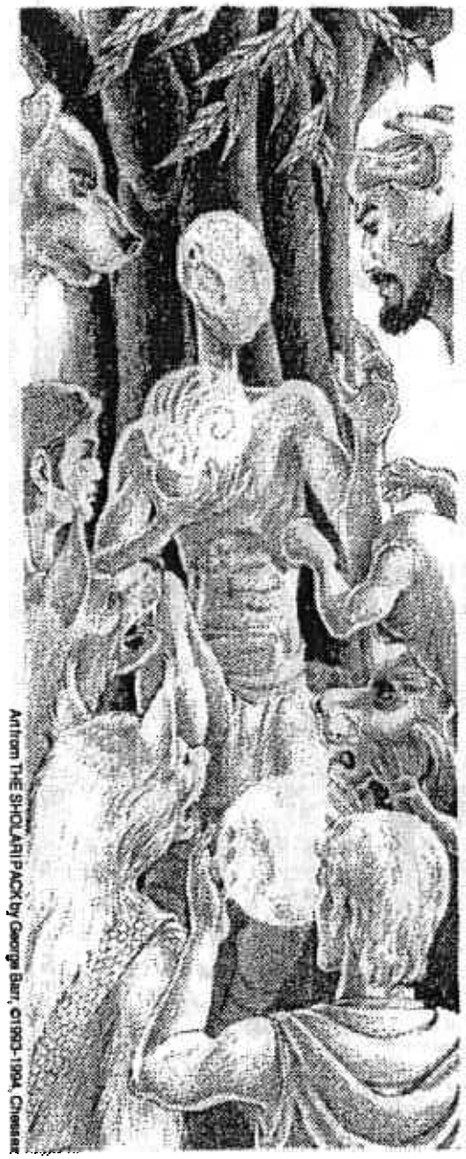
NEXT ISSUE

THE SOMAR

A Complete Adventure along the West Face of Khodre.

ILLUSTRATION BY JERRY HAMLET

The thriddle need to reach the site of an old wound to the land before the Dharsage's personal Iscin can arrive to uncover its secrets. Your team is to provide the muscle to protect the party from crugar and other dangers. What are they *really* doing at this ancient site? What is the link between the thriddle and the society of muadra nomads from the Doben-al?



Art from THE SHOLARI PACK by George Barr, ©1993-1994, Chessex

"THE SHOLARI PACK"
by J. Steven Coleman, Andrew Leker
and Janice Sellers
Price: $ 16.00

REVIEW

THE SHOLARI PACK

A GAMEMASTER'S SUPPORT PACKAGE

I was delighted when asked if I would peruse a prepublication copy of the *Sholari Pack* by Chessex. As one of the people who worked on the original game, let's see how objective I can be. At one 80 page and one 32 page book, as well as a four panel GM screen, it certainly seems a fair value. But does it give you what you need as a sholari?

Well, you'll find the Sholari Companion packed with all sorts of useful items, beginning with the errata for the Third Edition rules (unfortunately, all *too* useful). This is followed by rules clarifications and expansions which flesh out various aspects which we didn't have the space to cover in the basic game. The Occupations portion is especially good as it streamlines the character creation process by gathering all of the information into one area for easy reference. This is followed by a two-page Player's Glossary, which can be photocopied and given out to players as an introduction to the world and as an ongoing reference tool. The Jorune Timeline adds immeasurably to the background detail of the world and is worth a close read for scenario ideas.

The middle 16 pages of this saddle-stitched book are designed to be removed for ease of use and include a variety of forms as well as a complete calendar of the Jorune year. This last can be exceedingly helpful in keeping the unique feel of Jorune throughout those long, cross-country adventures, when you simply must know how many and which moons are up (and all of you caji out there know just how important that info is). Most of the rest of the book is a Sholari Glossary and Gazetteer which puts a *great* deal of necessary and colorful information at the sholari's fingertips. Some of this is from older works no longer in print and much is created fresh for this publication. Next is a solo micro-adventure designed to give a beginning sholari a taste of Jorune life. It was a bit too simplistic for me, however, and the continuity was rough. This will supposedly be addressed before it goes to press (ah, the joy of playtesting!). An index for both the Sholari Pack and the Third Edition rules is thoughtfully compiled for your use as the last two pages of this book.

The adventure book included, "Voyage of the Aylon Star", starts in Jasp, a human nation to the north of Burdoth, and concerns the flight of a crystal schooner, one of those wondrous ships that ride the air above the subterranean (subjorunean?) molten crystal flows. This adventure reads more like a Jasp supplement than a scenario with most of its pages dedicated to the history of Jasp and the nature of the crystal schooners. This information is handled well, but the adventure elements seemed tacked on and almost an afterthought. A sholari will have to do some very real fleshing out on these, but the source material on Jasp makes this book a value all by itself. You just may want to think of it more as a supplement than an adventure. Still, one hopes for some truly "Jorune" scenarios in the near future.

The combat screen itself was unavailable for review.

My overview of this product was generally quite good with some mild reservations. The material will all prove tremendously helpful to Sholaris out there who have been dying for more information and tools to help them gamemaster. As a set of game aids and source material, it succeeds. The organization of the materials is a bit haphazard, however, making reference difficult (thank god for the index!). In addition, the adventure elements are weak and would require some imagination to work into something usable. But then, since when have sholaris lacked imagination?

– David Ackerman S

THE ORACLE DIE

AN ALTERNATIVE TOOL FOR SHOLARIS

There are times in *SkyRealms of Jorune*™ (and any other game) when the existing game system doesn't meet the needs of the game. To meet these challenges I use the game dice as an oracle – asking questions and requiring my players to roll on some occasions to determine the direction of the adventure. This is a little different from rolling on behalf of the NPCs or rolling against the players and becomes more important in games like Jorune where the action is not always combat.

I phrase my questions to the dice and the meaning of the outcome (not out loud, of course – players get nervous when they think the referee doesn't know what happens next). For example: "Do the players avoid being hit by pieces of an abandoned detonated throw-explode? Low is better." I roll a "9" on one d20 which tells me someone is in danger. I count of my players (again, silently), then – according to the number of players in the team – roll a 1d3, 1d4, 1d5 (a d10 divided by two) or 1d6 to determine who needs to evade.

Or, the players need to be able to smell the chemicals of a cleash capsule but the game provides no "scent" skills - I tell my human characters to roll on their Spot -3, woffen and crugar to roll on Spot +2 and bronth roll on Spot -1. (You may disagree with my assignments, but you can create your own).

Key responses to players by the quality of their success on the roll - a 1 gets much more than a 7, and a 17 isn't worth beagre poo. S

HISTORY OF THE GAME (PART ONE):

FROM ENGLISH CLASS TO JORUNE

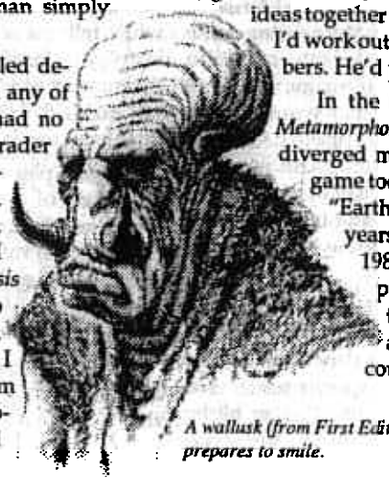
Chodi Ichi Coven watches something horrible.

I first caught a glimpse of the 3 book *Dungeons and Dragons* set back in 1976/1977. I was amazed. Until that time I had played only war-games with my friends and had no concept as to what a role-playing game was. Soon after I was introduced to *Empire of the Petal Throne*, a game which found a place into my heart, but a game which I never played. Its world was dark and in it humanity was in a downward spiral from which there was no return. I believe that "Darkness, not only of the sky but also of the mind descended upon Tekumel forever." (or something like that.) The rules for *D&D*, particularly combat, left me unimpressed. I wanted tactical options in combat that would allow players to play, rather than simply resolve combat.

A problem with doing detailed design work was that I didn't own any of the games I had mentioned. I had no reference works. I was a 7th grader with a buck twenty-five allowance and a passion for the movies. If I wanted to get into this hobby, I'd need to own a game system. I purchased a copy of *Metamorphosis Alpha* and set out to turn it into "my" game. After months of work, we played our first few sessions. I had designed a combat system (similar to the one in Jorune today), modified the creatures, and created my own "Warden", the name of the space vessel in the game. I presented this work as my science-fiction project in my 8th grade English class and received a top grade.

I was lucky (in a way I would not understand for years) to meet Miles Teves during my first day of my first class of 7th grade. We met in Mr. Leonard's English class where we became friends and partners working on class projects together and later Jorune. We'd come up with ideas together and he'd illustrate them. I'd work out the system and the numbers. He'd play, I'd referee.

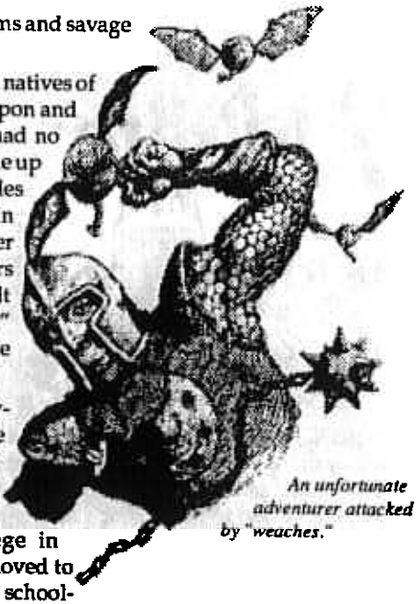
In the beginning we called it *Metamorphosis Alpha*, but over time it diverged more and more until the game took place on Earth. It was "Earth 2220" for a couple of years ('79 & '80), and then in 1981 Miles and I took the plunge. We decided that the alien creatures and abilities we had created could not be confined to Earth, but needed a world of their own, one with realms and savage beasts and alien societies.



A wallusk (from First Edition Jorune) prepares to smile.

The first step was to understand the subterranean natives of our world. The name "shantha" was finally settled upon and design of their culture was begun. The world still had no name and it wasn't until the summer of 1981 that I came up with the name "Jorune." I was sitting in on one of Miles figure-drawing classes at Otis-Parsons Art School in Los Angeles when the name came to me. I remember the rush as I realized that I had it. Over twenty hours had been spent searching and in that instant I felt certain that the search was over. The term "skyrealm" came a few months later and eventually we made the connection to "SkyRealms of Jorune."

All this rough material was in no shape for anything but gaming. And game we did. A regular Jorune group met each Sunday. Ideas were revised, numbers tweaked, new concepts were introduced. Two years passed quickly as I attended Hartnell Community College in Salinas and then moved to Berkeley for more schooling in math and physics.



An unfortunate adventurer attacked by "weaches."

a "slarcha" checks the source of the arrows in its back!

In Berkeley I met Mark Wallace (again, my first day at a new school), who would become one of the game's co-designers and chief architect of the revised combat system (which first showed up in 2nd edition). It was the fall of 1983, and Jorune was a hobby that took no more than 5-10 hours a week. During the course of that year, my sister Amy became involved in Jorune. She incorporated us into SkyRealms Publishing in April of 1984, wrote a business plan and defined the format we would publish 1st edition as. We printed 400 copies as proto-types and learned greatly from our mistakes. GenCon 1984 was an incredible experience. Held in Kenosha back then, it was in a beautiful, rural setting where Miles and I were devoured by mosquitoes.

— Andrew Leker

Next issue:

FROM KENOSHA TO 2ND EDITION

Artwork by Miles Teves.

Illustrations used by permission from *Jorune*, 1st Edition
© 1984 SkyRealms Publishing, All rights reserved.

A NEW SETTING

ZANNIR

THE RISING LAND

ORIGINS OF ZANNIR

In 926 PC, four ships of the Jaspian trading fleet, plying the modest trade routes established along the shore of the large continent from Dowseh Bay in Jasp to the swamps of Sydra, entered a great isho storm in the Bight of Carrisey. The heart of the storm was strong enough to open a series of sea warps which pulled the ships through at least three warps to a land unknown to the rest of Jorune. With the goods from their business dealings, less than 300 humans, muadra, woffen, boccord and bronth settled the archipelago of Zannir. In the few years before they could be sure their durlig crop would survive in the new land, the four ships explored the largest island of Zannir – then covering less than one half of its current land area – and its small number of satellite islands.

For almost five hundred years the society of displaced Jaspian traders struggled to establish their first cities. Infighting between the descendants of the crews of the original ships erupted almost immediately along racial lines. Before long it was difficult to find a woffen living in a muadra city, a bronth living with a human or anything but the most superficial mixing of societies. This segregation continued until 1225, when a virulent fever wiped out the entire population of bronth in less than one generation. The races came together to claim the deserted bronth cities jointly, with a brief period of peace during which Uhada became the city of peace and remembrance. When familes again began fighting for control of land and trade on the islands, Uhada maintained its neutrality and raised a force to defend its peace within its marked borders.

Isho storms swept the island on a cycle ranging from every 23 to every 47 years. In 1405 another powerful isho storm opened a northern sea warp that brought four ships of ramian Gire with their thivin attendants. The ships were seeking new sources of shirm-eh to help their homeland. Voligire was in the grip of a rot plague that swiftly destroyed the populations of three of their large, western cities. Disoriented by their passage through the warp, the ramian fought their way through a few fishing boats to land on a northern island of Zannir, where they found lush fields of shirm-eh. Expecting opposition from the island inhabitants, the ramian attacked the isolated city states of Zannir, looting more shirm-eh from their fields. The attacks surprised the Zannir powers because shirm-eh was a useless weed by their reckoning and they felt the ramian performed a service by taking it away.

The raiding Gire attempted to set sail for home, but by the end of the year, they returned seeking refuge in the land they had raided. They met at Uhada with representatives of the different cities, surrendered their hard swords, and offered to kill every third Gire to prove their sincerity. The Zanniri, who had come to view the loss of the broth as a great tragedy, refused the offer of a death penance by the Gire and offered the ramian a home on the northern island, which the Gire named Lelliteer, or the Land of the Defeated.

The most recent arrivals to Zannir appeared a generation ago when a small chausis and its salu crew passed through a sea warp south of the island. With their advanced senses related to water conditions, currents and the bits of debris that travel out to sea, the salu were able to locate the island chain quickly and have attempted to identify routes back to the known quadrant of Jorune. When your adventurers arrive the salu are still building their tidal city of Pallawa and have charted the vacant seas for two thousand miles in any direction, failing to find sea trails back to our map of Jorune. (SHOLARI'S NOTE: They will probably succeed in the next few years – they only have 700 miles to go in a north-east direction!)

SECRET SHOLARI KNOWLEDGE

Zannir was a string of three islands in the days of the lamorri invasion. If there is a thriddle in your party, he will have trouble calculating their position on Jorune. When he succeeds, let him stink up your players with a near total breakdown because this island isn't supposed to exist. It does not appear on any map at Tan Iricid or in the databanks of any surviving Earth-tec computers (although the colony maps will show five islands at this location).

Zannir did not "just happen." See THE FINAL SCENE for the shanthic side of this isolated archipelago.

THE LIGHTHOUSE AT HOMA

THE THRONE CITIES OF ZANNIR

The society of Zannir has remained small due to the unusually short life spans of the inhabitants. The original inhabitants of the Jaspain trading ships reflected Jasp's open attitude of equality between the sexes and the castaways who founded the islands gave birth to a flourishing population of short-lived descendants. The crops and livestock of the trading ships became the foundation of Zanniri agriculture and economy.

Approximately one half of the population lives in farming communities of 10 to 40 people who grow crops of durlig, wheat, rice, root crops, fruits and the native Joruni plants the original settlers were able to digest. Six horses were included in the fleet's cargo, intended to provide breeding pairs to nobles along the routes. Zanniri lerrin and dharlerrin are notable for their lack of thombo – none were on the island when the trading vessels landed and there were none on board the ships.

The half of the population not tied to farming or fishing run the modest but vibrant economy of Zannir.

Dhosho (Population 12,000) Established 935 PC as a bronth city, now inhabited by human, muadra and boccord. Dhosho, a shanthic word for alternate or other teacher, is founded on an upwelling of isho that makes the people of the smallest of the throne cities

slightly mad. If they are away from home for several weeks, Dhoshons may calm down but never quite reach a level of true sanity.

Hindo (Population 14,000) A city of boccord, built on the ruins of a bronth city. A city of merchants and traders, this is the pleasure city of Zannir, officially chastised and ever more important in the politics of the islands. Under a boccord rule, thivin and other entrepreneurs offer every game or vice that could be desired by a Zanniri.

Homa (Population 24,000) The great city of Zannir, shared by human, muadra, boccord, woffen, ramian, thivin and salu. Homa was the first great settlement where the first piers were built almost four miles from the current shoreline. As the islands rose from the sea, Homa raced to remain at the shore. The old part of the city holds the oldest relics of Zannir, including bits of ancient Earth-tec and stone engravings telling the story of the first fleet and the founding of Zannir.

Uhada (Population 18,000) A large trading center dominated by humans, but represented by all races. Uhada is a Boru word meaning "homesick" and its architecture is modeled on the comfortable oods of Dobre. The town awss is the site of the great bronth statues commemorating their part in the founding of Zannir, their bout with the plague and their last hero – Brok Haroo. Summed up on a simple phrase, it is the council city of Zannir, governed by its own force of yords who brook no intrigue and no action by one house against another within city limits.

OTHER CITIES OF ZANNIR

Argo (Population 600) Established 930 PC as a bronth city. Now inhabited by human and muadra.

Dwees (Population 9,000) Established 1310 PC by thivin as a crafts center.

Easa (Population 800) A human city, established 927 PC. One of the earliest settlements in Zannir.

Fahrzee (Population 4,000) The first human settlement in Zannir. Founded in 926 PC, year 1 of the Zanniri calendar.

Gawashen (Population 8,000) A woffen isolationist settlement, created by political schisms shortly after the death of Brok Haroo, the last of the bronth who had come to Zannir.

Kiga (Population 1,100) A woffen enclave founded in 1030 PC.

Korzo (Population 600) A ramian city founded in 939 PC on the ruins of a bronth city.

Khoda (Population 750) A human city, founded in 1005 PC.

Khozh (Population 3,500) A thivin city, established in 1315 PC.

Koro (Population 800) A closed boccord city, established in 932 PC by bronth.

Leli (Population 600) A ramain city founded in 1311 PC. The name means "despair."

Lelliteer (Population 5,000) A ramian city, founded in 1311 PC and center of ramian and thivin culture. The name means "Land of the Defeated."

Lelsh (Population 6,000) A muadra and woffen city from 1075 PC.

Limaw (Population 450) A ramian and thivin village dedicated to the manufacture of limilates for all the races of Zannir. A sacred city.

Loleer (Population 250) A city founded in 1335 PC by the ramian.

Mora (Population 700) A muadra farming community, continually inhabited since 985 PC.

Noteer (Population 1,500) A city of thivin and outcast ramian, founded in 1440 PC.

Opa (Population 1,400) A city of 1060 PC populated by boccord.

Pallawa (Population 1,800) A new city in the tidal pools of the northern island by the salu.

Salteer (Population 2,000) A closed city of ramian, established in 1425 PC.

Sopor (Population 1,800) A human city from 988 PC.

Teewa (Population 900) A thivin gambling and trading center on the Great Boru Road between Uhada and Homa.

Zana (Population 600) A human city used to stage expeditions into the great wastes since 928 PC.

THE LIGHTHOUSES

The tower lighthouses are a striking feature of Zannir. Located at high points along the coast the blazing fires are maintained with oil from a petroleum pool near Teewa. Every lighthouse community supports a team of keepers with food, clothing and entertainment to insure an alert staff at their beacon.

Even the madmen of Dhosho keep their lighthouses in good repair and blazing to guide their fishermen home.

The lighthouses are considered sacred responsibilities and to be above the politics that drive intrigues in Zannir, but lighthouse keepers have been known to engage in message passing and other profiteering from their respected positions in Zanniri society.

KEY PLAYERS

Zanniri intrigues usually center on the great families, not unlike the internal politics of Thantier and Heridoth. The cities and villages are under the directon of a "kapin", or mayor, and the "amril" is the ruler of a group of cities and villages – and supposedly the lands between them. There are seven key houses:

Qanteh (Human) - This family claims a lineage back to the captain of the Jaspian fleet during the founding of Zannir. This is the house that currently holds Homa as an open city.

Jasaylon (Muadra) - The non-isho using muadra of Zannir claim their descendancy from the muadra navigators of the Jaspian fleet. From their small city of Mora the Jasaylon clan provides scribes, philosophers, tacticians, and advisors to the other great houses. Any city that is not closed will have a a Jasaylon house where the city's muadra congregate.

Gwago (Woffen) - The masters of Gawashen and its island must maintain trading centers in other cities. Descended from the several dozen woffen sailors, they are dissatisfied with the direction of society under the control of the hairless humanoids. Zanniri woffen tend toward long fur with distinctive markings of brown, black and grey in their pelts. Woffen families on Zannir are small, with several siblings caring for each pup – infant mortality is high.

Banat (Boccord) - The Banat control the closed cities, but encourage continued work on the Great Boru Road. They are porters, construction engineers and hired muscle on Zannir, and demand fair payment for their services. The Banat have led raids on villages controlled by families who have cheated them in their contracts and maintain a powerful, threatening presence in the open cities.

Chod (Ramian) - The family ties of the ramian are unclear, but their Kapin Chod Dizi Vrasht has actively encouraged other races to visit the grim ramian island and cities. A ramain entering cheever may be murdered by his own family, rather than allow his rampage to endanger their tenuous position on Zannir. All ramian of Zannir have adopted the name Chod when dealing with the other races, but have been heard to refer to each other by different names than the one given to outsiders.

Thobedi (Thivin) - The Thobedi clan are the weaponsmiths, furniture builders and craftspeople of Zannir. Usually quiet, several young adult thivins have entered non-traditional fields, such as hiring out as condrij to other races. In response to this departure by some young people, the thivin have opened their homes to orphans from other races to train

in thivin industry.

Note: An attack on any Zanniri thivin (or adopted non-thivin child) by anyone other than another thivin will result in an immediate violent response by the other thivin in the area. Thivin vs. thivin fights, however, are not uncommon – the combatants are watched and allowed to conclude the fight without interference. Such fights are swift, savage and sometimes fatal.

Gallalur (Salu) - The only settlement of salu on the island are the Gallalur pod. There is little interaction between the child-bearing females or the children and other races, but adult salu of both races work with the Zanniri fishing fleet to find schools of food fishes, as well as labor to maintain and improve the ships of the fleet. The open decked chausis are still not widely used by the other races, despite their proven superiority to older Zanniri designs. This is a great source of amusement to the salu, who call the other Zanniri "pansalaweezin" or "those who swim but don't like getting wet." Salu will hire out in teams of two to four to guide fishing and trading vessels through the ever-changing reef structure of Zannir.

THE GREAT BORU ROAD

Before their demise, the bronth had plotted a large road that would be passable in all weather. After their death the boccord of the islands made it a part of their society that every young man and woman spend a year helping complete and maintain the road. By the time your adventurers arrive the original road will have been expanded to offer access to all of the Isle Zannir cities.

COMMON ZANNIRI NAMES

The people of Zannir will often name a child after a deceased parent or grandparent. Historical names are popular from the first millenium of Jasp. Fleet names are often given indiscriminately to boys or girls in some races. A middle name is usually given to define the season in which the child was born - it is believed children of crith and eris are most favored, while children of mullin and auss carry some heavy debt from a previous life. Changing your name is considered evil. Determining the sex of ramian is something best left to thriddle, but even better left alone – the name will never tell.

Race	Male	Female	Fleet
Human	Mar	Marin	Marz
	Kev	Kevin	Keft
	Cor	Corin	Cort
	Bet	Betin	Bezit
Muadra	Pao	Paoa	Palt
	Kan	Kanil	Kaht
	Luz	Luza	Luat
Boccord	Ztal	Zan	Zanat
	Stip	Sipen	Sipet
	Edot	Edeen	Edaot
Woffen	Gaw	Janaw	-
	Kurs	Odwi	-
	Malu	Kodi	-
	Pandar	Lual	-
Ramian	-	-	Gizi
	-	-	Howd
	-	-	Odohk
	-	-	Aken
Thivin	Borz	Hobon	-
	Notak	Orian	-
	Thib	Kodow	-
Salu	Lurur	Gowabet	-
	Irub	Nunwas	-
	Osht	Kwennil	-

BELIEFS OF ZANNIR

TERINS

Among the strongest faiths on Zannir is a derivation of Earth-based Christianity, Judaism and Islam, called Terin, teaches that Jorune is the one god's punishment for abandoning Earth. Terins teach that the shanthas and other non-humanoid life forms are devils and demons to torment the faithful. From other Earth-based religions the Terins also teach that the Zanniri are reincarnations of the original colonists and that when a Zanniri dies, he or she is reincarnated on Zannir for further torment.

According to Terin gospel, the first colonists were damned for coming to Jorune, and further damned for fighting the one god's will and fighting with the shantha. Jasp's attempts to expand its influence with the fleet by which Zannir's first inhabitants arrived was heresy. They also teach that god was a loving god by sending the great bronth. Terin teach that the bronth had all the answers and that they took their secret of true death – breaking the cycle of rebirth in Zannir – when they successfully died during the plague of 1225.

As a result of their faith, very few Terins live in the large cities, preferring life on small, rugged farms on the slopes of the rising lands. They have a very difficult time dealing with woffen or ramian, and might go into a kind of shock if a bronth were to appear through the warp.

JASPA

Jaspa is a positive, upbeat religion that uses increase to show the protective and regenerative force of the isho wind, which is revered as a non-deified spirit of life. Jaspa follow the Jaspian occupation of trade within their limited society, eagerly claiming new land to expand crop fields and making a cart with trade goods part of every faithful family's necessary possessions.

The Jaspa took the thivin craftsmen and spirit of industry as evidence of the isho wind sending proof of the desirability of trade, even with the raiding ramian.

Almost all of the powerful Zanniri families claim Jaspa as their clan religion, primarily because they have proven successful within the Jaspan tenets and are given a great deal of validation by the religion.

THE PATIENTI

The Patienti are the "Waiters", or those who wait for restoration to the general society of Jorune at the whim of the isho wind. They constitute the majority of servants and laborers on the islands. They greet each new arrival with hope for a way from Zannir to the legendary land of Jasp.

Patienti are cheerful about their lives. They value their families and live with the motto "If not me, perhaps my children will see Aylon." They have three feast days during the year to celebrate family: the beginning of the planting season, the summer solstice, and the day after the harvest. At these meals they invite neighbors without family or who may belong to one of the other faiths of Zannir to share the meal, company and an ancient chant from old Jasp. (**Sholari Note:** Players will arrive two days before one such feast and will be invited to join one of the Patienti families for observance. If the adventurers sit in on one of these meals, it will be very good, but they may be surprised to find the quiet, pious people singing a very bawdy song that would make a sailor blush! In the sing-song chant style it seems to be far more mystery than dirty limerick to the faithful.)

ISHO AND ZANNIR

Members of your party who are isho users will notice a 50% increase in their isho during the first 24 hours on the island; non-isho users will increase by 25%. By the end of the second day isho users will feel violently ill if they have

not kerned, and the non-isho users will feel ill if they have not ingested at least two ounces of keether, which is the base of Zanniri health tea.

Zannir is an outcroppoing of molten crystal that may become a very large skyrealm. The isho upwelling, focused through Dhosho, rises over two miles into the sky, but then cascades down on the island.

The increased isho burns out Earth-based life, and seems to shorten the thivin and ramian lifespans as well. The average life of a Zanniri is barely 40 years, and a village elder may be as young as 35. Large families are the norm, and the loss of two out of every five children before the age of six is considered a sad reality with which all Zanniris must contend.

ISHO IN DHOSHO

Any player isho user in Dhosho will find his eyes grow slightly orange or bloodshot from the excess of isho in his system. He will be at -3 for any roll related to Education or Learn characteristics, and -4 to any roll on mental skills, such as History, Math, Lore, Flora or Fauna recognition, or any other "data" type skill. Non-isho users will be at -1 for these mental functions.

The manic effect of the excess isho will also give a +3 Advantage when using a weapon or physical skill.

Any player in Dhosho will become ill after three days without a minimum of four cups per day of Zanniri health tea (1d3 more for bronth, boccord, muadra, ramian, and tologra).

If players do not kern, drink appropriate amounts of health tea, discharge dyshas or lose their isho in some new way, they will receive 1d6 of burns to random parts of the body (roll 1d20 for each burn location).

The first roll to use any sensitivity skill or signature skills will result in blindness for 2d6 minutes on any roll other than a 1 - the isho is too strong and comes through as a brilliant flash of searing white light. If he tries again he rolls at a -3 penalty; if he succeeds, his discovery of the strength of isho in living things on the islands should be a warning of the isho danger.

ZANNIRI HEALTH TEA

The regular beverage for adults is a sharp tea called health tea, or roba. Ramian and thivin make their light grey roba from shirm-eh and a sweetening herb called keesk. Other races drink a dark green tea from fresh keether and a bit of sugar from tullidge stalks.

Health tea cannot be taken with alchohol. If alcohol is consumed within two hours of a cup of health tea, the tea has no effect.

Humans, woffen, crugar, cygra and thivin normally require two cups of health tea to keep from burning with excess isho. Boccord, bronth, tologra and ramian require a minimum of three cups per day.

STORY IDEAS

Your players will probably think that getting back to the known sector of Jorune is their primary goal. As sholari you may permit this by sharing information with the salu of Pallawa.

You may also choose to strand your players for a while. Let them get a boat if they want, but bring them back to the island. Adventure on Zannir will offer role-playing possibilities for characters who previously only thought in terms of the power of Burdoth or Earth-tec by encouraging them to find new goals and ways to turn the adventure to their advantage.

Zanniri society can be involved in familiar intrigues between the various clans (deliveries, hired assassins, guards, kidnappings, treasure 'retrieval' and similar jobs are always available). Characters of an intellectual, larcenous or mystic bent may find Zanniris eager to create a new religion based on the character's new teachings - no matter how improper or outlandish!

If a bronth or thriddle is in your party, a private life may become impossible.

Bronth are objects of worship and a simple act like picking a nose or having a body odor may rouse the ire of the zealots, leading to possible assassination. Being a good bronth will lead to captivity of the most pampered kind, but captivity nonetheless.

Thriddle are the stuff of legend for Zannir; there was minimal contact between Jasp and any thriddle (although some contact with the Earth colonies may be assumed). Thriddle will be hounded by the curious, the scholars and the less scrupulous of the great houses because the thriddle's knowledge will represent great power on Zannir. Your adventurers may need to protect their thriddle, or rescue one from kidnapping.

THE FINAL SCENE

If you simply must return your characters home, they may uncover an inner circle of conspirators among the Qanteh, Jasaylon, Gwago and Banat clans. Members of these clans may engage the characters for a wild goose chase, which the players may suspect early on.

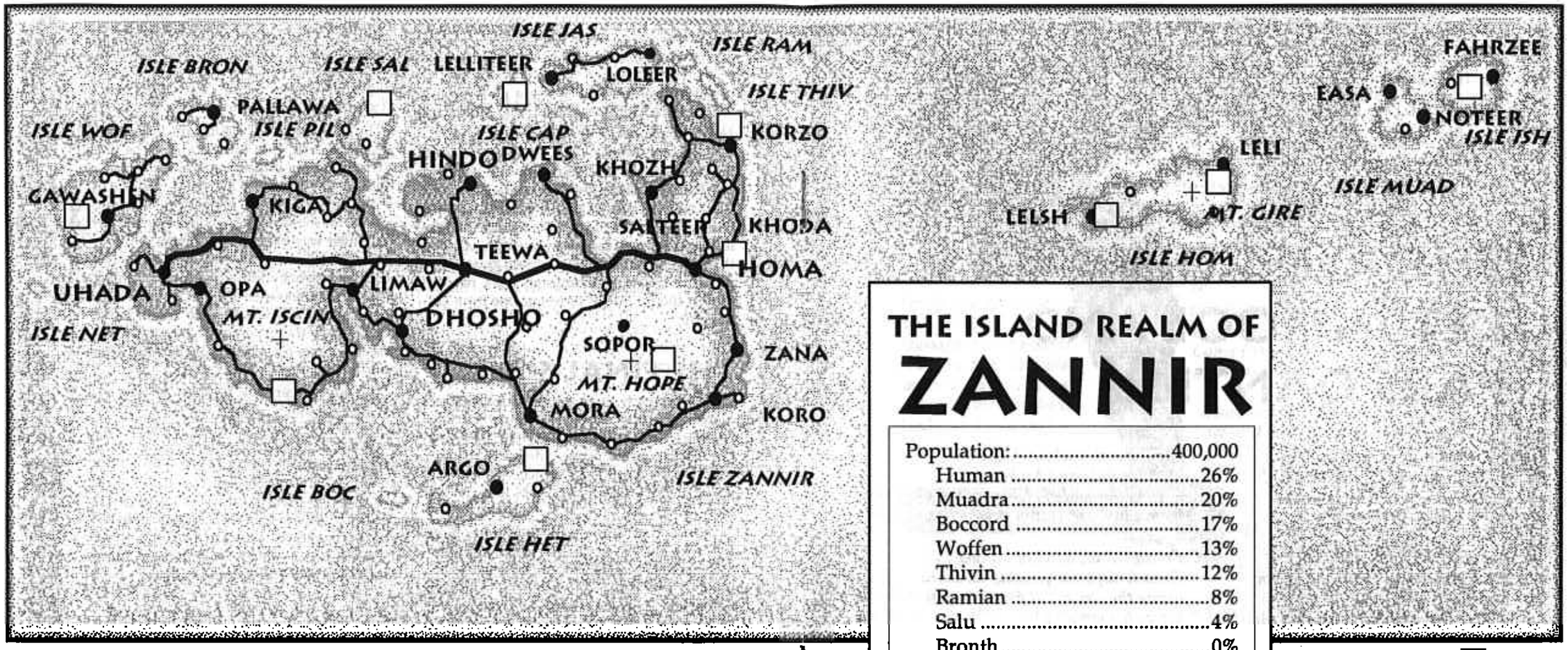
These four clans are holding secret meetings with blue robed Ca-Shal shantha in a cavern near the city of Homa. I always like to end sessions with cliff-hangers, like the adventurers peeking around a corner in a crystal cavern to see their Zanniri hosts with four Ca-Shal shantha, then ending the game until next week. Keeps the players on their toes.

Should the adventurers attack, Shal dyshas - faint, blinding, brain blast, craze and drain - can be effective weapons, but the other dyshas containing Shal - stiff, healer, faint touch - are also available. The shantha's co-conspirators will also defend the Ca-Shal.

Through combat or negotiation, the surviving players may learn that: 1) the warps that have brought the inhabitants of Zannir to the islands were created by Ca-Tra at the request of the Ca-Shal; 2) Zannir is a rising skyrealm, known to the shantha (the inability of the Zanniri to find their way back to mainstream Jorune is also a shanthic manipulation); 3) Zannir is a major experiment by the Ca-Shal to see if ramian, thivin and the hoo-man strains can survive in the embrace of sho-sen, the isho wind; 4) the shantha want the experiment to succeed because they agree with the Ca-Du that all life can be harmonic with Sho-Caudal.

The adventurers can be freed or even offered their passage to the west face of South Khodre, to Sillipus or to Lundere by warps from this island, *if* the players convincingly promise never to reveal the secret shanthic origins of Zannir. With naull crystals the shantha will have non-isho users manifest naulls to determine the truthfulness of their agreement to the terms of the return. Lying to a shantha is not advised (they can detect lies through reading the naull, or with a 16 or less on 1d20).

If you write a Zanniri adventure, share it with us so we can include it in a future issue of SHOLARI. S



THE ISLAND REALM OF ZANNIR

Population:	400,000
Human	26%
Muadra	20%
Boccord	17%
Woffen	13%
Thivin	12%
Ramian	8%
Salu	4%
Bronth	0%

Primary Adult Occupations:

Farmers	27%
Fisherman/Hunters	24%
Merchants	17%
Craftspeople	11%
Condrij and Military	9%
Other	12%

Lighthouse
City
Village
Road
Great Boru Road

80 Miles

Zannir is an island in the southern hemisphere of jorune, off the known maps and isolated by shantic warpsmiths from accidental discovery. Human, boccord, muadra and woffen dominate the islands. Ramian have joined the population of Zannir with a culture vastly different from that of Voligire. Zanniri ramian are ashamed of their siblings who succumb to the rages of chiveer and, as a matter of honoring a pledge by an ancestor who negotiated a home for the blue-skinned warriors, will often engage newly revealed chiveer in combat. Thivin have created a position for themselves equal to humans, muadra, boccord, woffen or their ramian cousins. While the adults retain their title as accomplished crasftspeople, their young people will often leave their homes to go adventuring with brave souls of all races. The salu are newcomers and remain isolated from the mainstream populations. Their advanced ship designs have become a favored fishing vessel, but the details of salu society remain a mystery.

Bronth have become near-mythical heroes beyond the foibles of mere mortals. While this group of Iscin's children are not openly worshipped, many Zanniri men and women will whisper a prayer-like question to the vanished race for guidance or rescue.

The wider society of Jorune has a hint that Zannir exists. A fragement of Thantierian epic poetry from the Fourth Dynasty court of Ket the Younger (approx. 2110-2255 PC) speaks of a young fisherman-prince finding a refugee from the sea. The story fits the style of the scribe-poet-slave Kootan Zha, who was known to be a favorite in the house of dynasty Jamool's sixth Prince, Ket.

The fragment mentions learsis Gir Demosi, legendary Ca-Launtra trained healer of the 4th Dynasty court. It further identifies the village of Lis Koral, now identified as the ruined site 19 fishing village, associated with the court city of clan Jamool.

The translation is from the Thantierian royal language. The text used in this translation is believed to have been copied from the original manuscript over two hundred years after the death of Jamool Ket.

Over half of the surviving copy of the document has been lost over the years.

- Ko Hirin Sed, copyist

Surviving text of 4th Dynasty Thantierian document

THE SONG OF KET JAMOOL AND PARS QANTEH

1.
From the mist of crith dark sea,
from the fury of storm and isho,
came the boat of Pars Qanteh,
to the village of Ket Jamool.

Ket as eldest, house Jamool,
mending nets by lamp and moon,
heard the sound of wave on ship
dove through waves... [section missing].

3
Dead or dying, frail life flying,
Qanteh lay in slumber dread,
on skiff floor, courageous
with marks of wounding on his head.

Alone in starlight, alone in moon
Ket beached ship and let not fall.
Lifting Qanteh, running alone
to the learsis of Lis Koral.

4
Gir Demosi, outland healer
with limilate and broken green
fetched the soul of sleeping Qanteh
bound in fever, lost in dreams.

Free of mind, weak of hunger
Qanteh slept six passing Launtra
before the scales fell from his eyes
before his words...

[section missing]

8
Came the morning, early eris
Qanteh rose in mid morning rains,
asking for his homeland wonders
confounding sages, speaking dreams.

Ramian, brothers to pure human.
Woffen, muadra, boccord, kin.

swore Ket Jamool Qanteh's cause.

Sculpture fragment found at Site 19, thought to represent the Man from the Sea, or Pars Qanteh. Note colony/Thantier design hacksword and odd "Zannir" cap.

Specimen:
9.6 inches from hilt to cap.

15
Went Ket Jamool to his father.
Begged Jamool the eldest's boon.
Three years time to hunt with Qanteh,
before the Duties Ket assumed.

Prince Jamool, old and learning.
saw the depth of son's desire.
Felt the echo of youth's yearning,
felt the burden, clan's great sire.

16
One full ebba Ket lay waiting
daily Qanteh watched the sea.
Came Prince Jamool's lordly summons
granting boon to set Ket free.

Boat, sword, a prince's armor,
net and mast with new silk sail
gift of father granting three years,
'til Ket sang his Prince's tale.

17
Hunting Ket for farewell feasting,
fishing Qanteh from gratitude.
Shared Qanteh the ring-net making,
learned Lis Koral his fishing tune.

Gave Qanteh a new song speaking,
sang his life that brought him here.
Shellfish cooking, deep sand baking,
ways of lost Zannir now he shared.

18
Early morning, late in mullin,
Pars and Ket with no farewells,
sailing into daylight waters,
riding high on high tide swells.

Each a city, each a culture,
trading cities all mixed within

... [large section missing]

14
Called Qanteh for his father's greathouse,
called Qanteh for lost Zannir.
Wept Qanteh his wife and children
sang Qanteh his new land fear.

Heard Ket Jamool Qanteh's secret,
felt Ket Jamool Qanteh's pain,
knew Ket Jamool loss and longing,

Sailing west and south two ebba,
sailing east two ebba more
greater circles, Jamool guiding,
knowing Qanteh's heart is torn.

19
Nighttime Qanteh watching skyward,
seeking stars like those of home.
Jamool watching, silent feeling
Qanteh's despair, his 'alone.'

... [large section missing]

34
Qanteh sing a new song talking,
taught him as his father's son.
Qanteh tell of Zannir's fear
of being under an other sun.

Zannir found through warp and ocean,
twenty hundred years before.
Zannir claims newborn mountains
rising from the ocean floor.

35
Qanteh weeping, singing, speaking,
peace and hoping for the first clans.
Fishing, hunting, all clans growing,
sharing Zannir...

... [section missing]

41
Qanteh left his wife and daugthers,
three boats, brother, son, three fishing.
Great storm, driving Qanteh farther
six Launtra floating sailless starving.

Dreams and nightmares, then Ket's friendship,
thinking Zannir never was.
Gratitude, repaying searching.
Learning to accept the loss.

42.
Raising sail, Ket is singing
of his friend from the crith dark sea,
three years granted, three years searching,
two and two months still to be.

Sailing west again this southward,
to a land of monsters black.
North then eastward, south then west
never Zannir, always back.

... [large section missing]

72
Qanteh quiet, came returning
in Ket Jamool's three year time.
Weapons bearing, new life sharing,
serving new Prince Jamool's line.

Trusted friend, Prince Jamool Ket,
Qanteh ceases singing song.
Twenty seven years Ket's servant,
dying Zannir, dies alone.

73
Grieving Jamool, wives and children,
grieving all Pars Qanteh's death.
Hires a singer to write the story,
being all that I have said.

S

JORUNE AND A HALF

THE CA-DU SHANTHA AND THEIR ACOLYTES

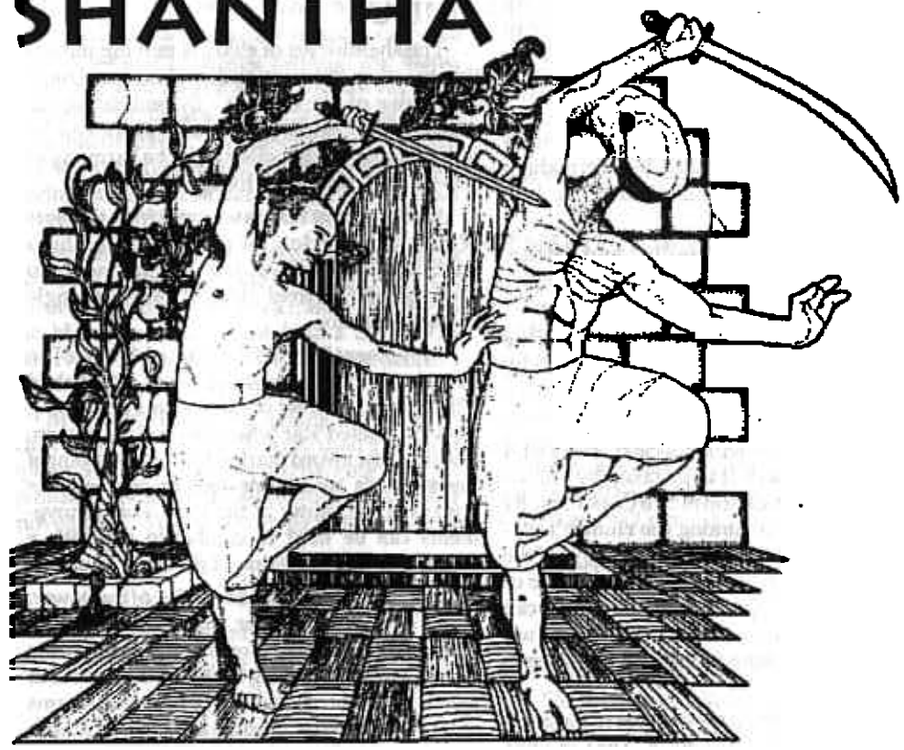


ILLUSTRATION BY STEVE DEVANEY

SHANTHIC POLITICS

The seven sects do not agree with each other. In the distant past this resulted in a 1,000 year war of great savagery, but today these disagreements involve discussion, reexamination, and debate that may take place over hundreds of generations.

After the Human-Shantha War 3,500 years ago, it took the shantha almost 2,000 years to re-establish themselves. Many parts of their culture remain lost to them.

The Ca-Tra, arguably the most powerful of the seven sects, has taken the role of intervention by communicating with the many non-native races, and occasionally trading their sacred knowledge of the Sho-Caudal to retrieve lost artifacts or to pursuade hoo-mans to go places where shantha fear to go (like the shyee lands of the Doben-al). Ca-Tra have taken a hand in the training of the most isho-wise of the invaders; did not Sho Copra Tra of Tashka train the hoo-man muadra Gends?

The Ca-Gobey want to restablish their great cities and drive any non-shantha from those great dwelling places. As blademakers they possess the skill and the technology to enforce their desires, should the other shantha agree on that course of action.

The Cie-Ebba seek more knowledge before drawing a conclusion on the proper course of action. It is rumored they secretly treat with the thriddle for artifacts and to retrieve the most ancient sarceens and crundorra.

The Ca-Desti, the most powerful shanthas in war, side with the Ca-Gobey, but feel nothing short of extermination will cleanse the isho wind.

The Ca-Launtra seek healing and balance among all the living things of Jorune, whether originating on this world or not.

The Ca-Shal belive that the offspring of the ancient invaders have been slowly shaped by Sho-Caudal to live in peace with shantha on Jorune.

The Ca-Du side with Ca-Shal, but feel a more direct approach is to be taken by following the direct intervention of Sho Copra Tra. By taking acolytes from among the clumsy walkers in isho and training them in the ways of the shantha, extracting pledges against the use of Earth-tec, and placing no restriction on who can become their devotees, the Ca-Du hope their experiment of teaching will prove the successful path.

The shantha submit themselves to the guidance of one sect in its own cycle. The Cie-Ebba ruled when the lamorri arrived and their search for knowledge almost cost the shantha their world. The Ca-Launtra were concluding their cycle of leadership when the Earth colonies were established, but it was under the leadership of Ca-Desti that the isho was funneled through warps to nearly exterminate all life on Jorune.

Soon the Ca-Gobey will take the mantle of leadership, but for now the Ca-Du are the voices of Sho-Caudal. Under the Ca-Du the Ca-Tra continue their ways of recovering shanthic artifacts and history from the clumsy offworlders, and the Ca-Shal experiment with the inhabitants of Zannir. The Ca-Du will open their teaching to any who will learn.

EBIDU

The shanthic art of ebidu is moving mediation to satisfy the most contemplative and most aggressive of the shantha. By embracing the whole of the seven sects, inner peace can be found which will be reflected in the harmony of Sho-Caudal around all living things.

With the great blades wrought from thailiers of the dhar corondon, the practitioners of ebidu dance through the seven phases of the moons to achieve their desired state of being a single thought in action.

Movement Du - the drawing of the star: The boundaries of the movements are established with a slow, fluid set of movements describing a seven pointed star where the acolyte dances. The tip of the sword markes the farthest point of the acolyte's reach; one foot or one hand is always at the center of the star. These movements can be used in combat to establish a sword reach beyond that of the opponent.

Movement Desti - the drawing of the power: Seven circuits of the star, danced to a slightly increased tempo than Movement Du, draws the isho of the surrounding area into the dancer at levels twice that of his max isho. All seven forms of isho are drawn, according to the ambient isho and the prevailing isho weather. This energy must be quickly dissipated in the exercises. This movement can be used in combat to drain up to 2D6 isho from your opponent as part of the drawing of power.

Movement Shal - the knowing of the power: With increased speed the dancer masses the isho in his brain and heart, coursing the power between the seven points of the body – the mind, the heart, the bowels, the feet and the hands. This movement can leave the dancer vulnerable during combat.

Movement Gobey - the directing of the power: With stark, snapping movement the dancer draws the sword over his head, gripping the tip of the blade with the opposite hand and flexing the drawn isho thru the once-living fabric of the thailier blade. The dancer jumps smoothly to each of the seven points of the described star and forces the sword to carry the isho in a circuit running through the blade, down the grip on the handle, down the arm, across the shoulders, up the opposite arm and back into the blade. This movement can be used to loose two dyshas from the tip of the sword during one round of battle (limited to dyshas the character possesses).

Movement Launtra - the channelling of the power. Flashing the blade above his head, the dancer describes the star in a frantic dance with the blade moving so fast it is a blur to an observer. This movement will leave the dancer's legs vulnerable during combat.

Movement Ebba - the freeing of the power: The dancer's voice and isho are used to build a sphere of sound and isho, discharging the dangerous levels of isho amassed during the earlier movements. To those with ears, it is a living siren; to those with Tra sense, it is a beacon of isho. For the daily exercise, this is the final movement. It is acceptable to project the voice so low or so high as to be inaudible to human and Iscin race ears. This movement will cause an opponent -5 to the next Advantage roll on the defender's failed roll on Constitution.

Movement Tra - the striking of the target: Seven cuts must be made with the sword in Movement Tra, which is executing with lightning fast violent slashes of the thailier blade. The targets of these strikes must be determined prior to the begining of the exercise.

BENEFITS OF EBIDU

If an acolyte successfully accomplishes ebidu in a day, that character has a +2 Advantage and a +3 to Injury. A player may attempt ebidu no more than two times in one day.

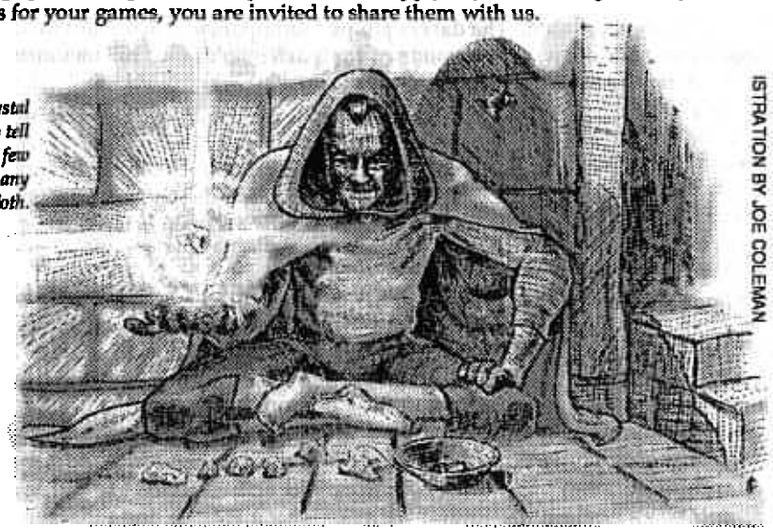
An acolyte with an ebidu rank of 9 or above may attempt to use ebidu in combat. It will take six action rounds to effect, *it cannot be stopped once it is begun* and the seven strikes of Movement Tra will be possible on rounds 7 (2 strikes), 8 (2 strikes), 9 (2 strikes), and 10 (1 strike).

Round	Action	Roll	Adv.	Effect
1	Movement Du	Ebidu	+0	Non-contact range
2	Movement Desti	Ebidu	+0	Drain 2D6 isho from opponent
3	Movement Shal	Ebidu	+2	Vulnerable, +4 to opponent
4	Movement Gobey	Dyshas	+3	Fire 2 Dyshas, 1 Round
5	Movement Launtra	Ebidu	+4	Legs vulnerable +4 to opponent
6	Movement Ebba	Ebidu	+6	-5 Adv. for opponent on failed Con.
7	Movement Tra	Sword	+8	+6 to Injury, each strike
8	sword - 2X	Sword	+10	+6 to Injury, each strike
9	sword - 2X	Sword	+10	+6 to Injury, each strike
10	sword - 1	Sword	+10	+6 to Injury on success
11	Player's choice	-	+10	+4 to Injury on success

Failure on a roll means the following advantage is -2 the indicated advantage, minus the penalty for any previous failed rolls during ebidu in combat. Successful completion of all seven movements means the character is at a +10 Advantage (minus failed roll penalties) and +4 to injury for the rest of that day.

JORUNE AND A HALF
CHARACTER GENERATORS

The following options are provided as possibilities to apply to your Jorune game. If you have similar materials for your games, you are invited to share them with us.



A caji crystal reader offers to tell your fortune for a few gemules in almost any alley in Ardoth.

ISTRATION BY JOE COLEMAN

RACES

with distribution in a given area (roll 1d6 and 1d20)

1d6 City	1 Ardoth Burdoth	2 Aylon Jasp	3 Kirlan S. Khodre	4 Rhodu Anasan	5 Laindis Burdoth	6 Dowsen Heridoth
1	Muadra	Muadra	Muadra	Muadra	Muadra	Muadra
2	Human	Cygra	Human	Human	Muadra	Boccord
3	Woffen	Human	Human	Human	Human	Human
4	Bronth	Boccord	Cygra	Woffen	Boccord	Bronth
5	Boccord	Muadra	Muadra	Bronth	Bronth	Human
6	Human	Cygra	Muadra	Woffen	Woffen	Boccord
7	Bronth	Muadra	Boccord	Woffen	Human	Human
8	Woffen	Human	Woffen	Muadra	Cygra	Woffen
9	Human	Boccord	Human	Woffen	Human	Muadra
10	Boccord	Cygra	Bronth	Boccord	Muadra	Human
11	Boccord	Muadra	Boccord	Boccord	Boccord	Boccord
12	Muadra	Woffen	Woffen	Woffen	Human	Bronth
13	Bronth	Human	Human	Bronth	Muadra	Human
14	Woffen	Muadra	Cygra	Cygra	Boccord	Human
15	Muadra	Cygra	Boccord	Woffen	Muadra	Woffen
16	Cygra	Boccord	Muadra	Human	Woffen	Human
17	Human	Human	Human	Human	Human	Muadra
18	Boccord	Bronth	Boccord	Muadra	Muadra	Human
19	Muadra	Human	Human	Woffen	Human	Boccord
20	Bronth	Human	Muadra	Woffen	Cygra	Cygra

OCCUPATIONS (ROLL 1D6 AND 1D20)

1d6 City	1 Ardoth Burdoth	2 Aylon Jasp	3 Kirlan S. Khodre	4 Rhodu Anasan	5 Laindis Burdoth	6 Dowsen Heridoth
1	Caji	Caji	Caji	Caji	Caji	Caji
2	Condrij	Iscin	Condrij	Condrij	Condrij	Condrij
3	Dyte Punk	Dyte Punk	Dyte Punk	Dyte Punk	Dyte Punk	Dyte Punk
4	Entris	Entris	Entris	Entris	Entris	Entris
5	Ex-Militia	Merchant	Ex-Militia	Ex-Militia	Ex-Militia	Ex-Militia
6	Githerin	New §	Githerin	Githerin	Githerin	Githerin
7	Iscin *	Iscin *	Iscin *	Jer	Iscin *	Iscin *
8	Learsis	Learsis	Learsis	Learsis	Learsis	Learsis
9	Merchant	Merchant	Yord	Merchant	Merchant	Merchant
10	Military	Military	Military	Condrij	Military	Military
11	New §	New §	New §	Jer	New §	New §
12	Military	Caji	Sherja	Sailor	Jer	Condrij
13	Querrid	Querrid	Yord	Querrid	Querrid	Querrid
14	Shadow Warrior	Sailor	Sailor	Sailor	Sailor	Sailor
15	Shast	Shast	Shast	Shast	Shast	Shast
16	Sherja	Sailor	Sherja	Jer	Sherja	Jer
17	Thomboc	Thomboc	Thomboc	Thomboc	Thomboc	Thomboc
18	Toth **	Toth **	Toth **	Toth **	Toth **	Toth **
19	Yiordeh	Yiordeh	Yord	Yiordeh	Yiordeh	Yiordeh
20	Yord	Condrij	Merchant	Sailor	Jer	Ex-Militia

* Roll 1d6; 1-3 means Outdoor Iscin; 4-6 mean Classical Iscin.
** Roll 1D6; Odd means City Toth, even means Country Toth.
§ Roll on New Occupations table

NEW OCCUPATIONS (ROLL 1D6 AND 1D20)

1d6 City	1 Ardoth Burdoth	2 Aylon Jasp	3 Kirlan S. Khodre	4 Rhodu Anasan	5 Laindis Burdoth	6 Dowsen Heridoth
1	Servant	Daijic	Acolyte	Bounty Hunter	Servant	Chattel
2	Archivist	Archivist	Archivist	Guide	Archivist	Guide
3	Ardan	Ardan	Ardan	Ardan	Ardan	Ardan
4	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter
5	Archivist	Chattel	Chattel	Chattel	Chattel	Chattel
6	Daijic	Ardan	Daijic	Servant	Daijic	Daijic
7	Guide	Guide	Guide	Guide	Guide	Guide
8	Servant	Servant	Servant	Servant	Servant	Servant
9	Guide	Bounty Hunter	Chattel	Slash	Slash	Archivist
10	Bounty Hunter	Guide	Bounty Hunter	Bounty Hunter	Guide	Bounty Hunter

NEW OCCUPATIONS

ACOLYTE COST: 10

Follower of Ca-Du shantha. These people have more access to Jorune history than any other occupation, including querrid. They must perform ebidu successfully once each day to maintain their bonuses for Advantage and Injury. Acolytes take a -3 to Social and -2 to Education, but gain a +2 to Advantage and +3 to Injury.

Minimums	11 Con, 10 Isho, 11 Agility	
Additional Points	3 Character, 2 Rank	
+3d6 Isho		
+4d6 Color		
Ebidu *	Experienced	V Hard
Fauna Recognition	Experienced	Easy
Flora Recognition	Experienced	Easy
Geology (Adv.)	Familiar	Hard
Geology (Basic)	Seasoned	Easy
Language (Shanthic)	Familiar	V Hard
Lore (Jorune)	Experienced	V Hard
Lore (Shanthic)	Familiar	V Hard
Sword, One-Handed	Familiar	Combat

ARCHIVIST COST: 11

This is a librarian or museum clerk. They know a great deal, but the sedentary lifestyle takes its toll: -2 to Constitution, -2 to Strength, and -2 to Advantage.

Minimums	12 Education, 13 Learn	
Additional Points	1 Character, 2 Rank	
Bargain	Familiar	Easy
Geography -(Adv.)	Familiar	Hard
Geography - (Basic)	Seasoned	Easy
Getting Around (Local)	Experienced	Easy
Information Search	Seasoned	Easy
Knife	Familiar	Combat
Lore (Burdoth)	Experienced	Easy
Lore (Jorune)	Familiar	V Hard
Lore (Shanthic)	Familiar	V Hard
Underground Info	Experienced	Hard

ARDAN COST: 9

This is the Jorune equivalent of a reporter and public crier. While flatbed press technology is available to higher cultures (the thriddle, Burdoth, Jasp and perhaps Heridoth and Thantier), most common folk get their news from these criers who trade information, then make their rounds to call out the latest news (or gossip) and collect the bits and yules of passersby who think the information is worth the money. These folks don't have an easy life and spend a lot of time tracking down stories. (If Jorune doesn't have libel laws, there are assassins if you offend the wrong people!)

Minimums	12 Ed., 11 Learn, 12 Listen	
Additional Points	2 Character, 3 Rank	
Bargain	Experienced	Easy
Fauna Recognition	Familiar	Easy
History (Local)	Seasoned	Easy
History (World)	Familiar	V Hard
Information Search	Experienced	Easy
Knife	Familiar	Combat
Literature	Experienced	V Hard
Oration	Experienced	Hard
Story Telling	Seasoned	Hard
Underground Info	Seasoned	Hard
Writing (Entren)	Seasoned	Hard

BOUNTY HUNTER COST: 8

Jorune has a problem with pests: beagre, scragger and people who take anti-social actions. Bounty hunters may earn a meager living by turning in the bodies of dead vermin to the kimmit or they may track down an individual or object for a reward.

Minimums	12 Con., 10 Aim, 12 Agility	
Additional Points	2 Character, 3 Rank	
1 Weapon	Seasoned	-
2 Weapons	Experienced	-
Bargain	Experienced	Easy
Bribe	Familiar	Easy
Bureaucracy	Experienced	Easy
First Aid	Familiar	Easy
Getting Around	Experienced	*
Set Traps	Seasoned	Moderate
Tailing	Experienced	Easy
Tracking	Experienced	Easy
Wilderness Travel	Familiar	Easy

CHATTEL COST: 3

Chattel have signed their lives away for a set period of time. They are, in effect, slaves. By surrendering their free choice and submitting to a master under a written contract, they receive food, shelter, clothing, medical care and some instruction in exchange for their labors. Chattel contracts are usually one, three, five or seven year agreements with a cash payment at the end of the term of service. Some chattel then become hired servants and live apart from their employer. In nations that do not permit slavery, they are seen as contract employees. Being a slave, however, has its costs: -2 to Education, -3 to Learn, -2 Constitution, +2 Listen, +2 Spot.

Minimums	5 Education, 9 Constitution	
Additional Points	None	
Bargain	Experienced	Easy
Conceal Self	Familiar	Easy
Cook	Experienced	Easy
Getting Around (Local)	Familiar	Easy
Information Search	Familiar	Easy
Stealth	Familiar	Easy

DAIJIC COST: 9

Human fear of the muadra has led to two types of "isho-police" - true daijic (who eat the flesh of the daij fish to eneable them to see isho), and crystal daijic (who use powdered charged crystals to detect the flow of isho from spent dyshas). In recent years boccord, woffen and boccord have become daijic for cities outside the borders of Burdoth. Burdoth permits only human daijic. Training gives them +2 to Spot and +2 to Learn.

Minimums	12 Con., 11 Isho, 12 Color	
Additional Points	2 Character, 1 Rank	
1 Weapon	Familiar	-
Bureaucracy	Seasoned	Easy
Contacts	Experienced	Easy
Crystal Reading *	Seasoned	Moderate
Geography (Local)	Experienced	Easy
Getting Around	Experienced	-
History (Local)	Experienced	Easy
Lore (Caji)	Familiar	Moderate

GUIDE COST: 7

Guides have become familiar with a particular area - city, jungle or desert - and hire out to show travellers their way.

Minimums	9 Learn, 11 Spot, 11 Listen	
Additional Points	2 Character	
1 Weapon	Experienced	-
Bargain	Familiar	Easy
Bribe	Familiar	Easy
Bureaucracy	Familiar	Easy
Fast Talk	Experienced	Easy
Fauna Recognition	Familiar	Easy
Flora Recognition	Familiar	Easy
Geography (Local)	Seasoned	Easy
Getting Around (Local)	Seasoned	Easy
History (Local)	Experienced	Easy
History (World)	Familiar	V Hard

SERVANT COST: 5

A hired servant. It's mind-numbing, but honest work. The player needs to name his employer and their occupation. -2 to Education, -4 Social.

Minimums		None
Additional Points		None
Arithmetic	Experienced	Easy
Bargain	Experienced	Easy
Conceal Self	Familiar	Easy
Cooking	Familiar	Easy
Fast Talk	Experienced	Easy

SLASH COST: 5

Low ranking military employee who clears jungle and growth. A slash will go into the jungle with a team of other slashes for up to ten weeks. With machetes (treat damage as sword) they hack their way through the brush to keep open land between Burdoth and the jungle, and to keep the trails wide and passable. -3 to Social, -2 to Learn.

Minimums	12 Strength, 12 Constitution	
Additional Points	3 Character, 1 Rank	
2 Weapons	Familiar	-
Cooking	Experienced	Easy
Fishing	Experienced	Easy
Flora Recognition	Seasoned	Easy
Geography (Local)	Familiar	Easy
Hunting	Experienced	Easy
Machete *	Experienced	Combat
Set up Camp	Experienced	Easy
Tracking	Experienced	Easy
Wilderness Travel	Seasoned	Easy

SECOND OCCUPATIONS

If, after deducting the cost of your occupational skill from your education, you have enough education points to qualify for another occupation, roll 1d20 on Learn. A successful roll will add four years to your age and allow you to gain the skills basic in the sccond occupation. NOTE: If you buy a second occupation, you receive only the base skills and you no longer have Education X 3 points to distribute to your occupation skills, but must rely on your Education X 3 Practical and Common points to improve existing skills.

VARIANT SKILLS

Lore and **Getting Around** - Simply having the skill is insufficient. Getting Around should indicate the exact area familiar to the character - a city or region. For Lore you should indicate the type of lore: national (Easy), shanthic (Very Hard), colony (Hard), racial/cultural (Moderate) or the Very Hard "Jorune" skill.

BASIC VS. ADVANCED SKILLS

If you are given a skill (such as Earth-tec, bio-tec, geology, geography, history, etc.) that has a specific or implied prerequisite skill, you must spend points to bring the basic skill up to Experienced in order to use the advanced level of the skill. For example, someone with "Mathematics" must be experienced in "Arithmetic" to do the calculations. It is unlikely that you will be Seasoned in World History and not know who your town was named for.

* NEW SKILLS

Crystal Reading (Moderate) By using powdered crystals of the seven color groups, a daijic can read the strength and direction of a discharge of isho. A crystal daijic will use sets of hand held tuned crystals to find an isho discharge.

Unfamiliar - User can tell that a certain color crystal tingles.

Familiar - User can associate tingle with a specific direction.

Experienced - User can identify direction and, on a second successful roll of 1d20, can triangulate dysha discharge.

Seasoned - The exact combination of crystals responds will reveal the dysha used and the direction to the source of the discharge. A roll of 1 indicates knowing the freshness of the discharge.

Note: A fraudulent form of "crystal readings" is practiced by some non-isho using muadra and a few humans to "read the future." These use an isho weather circular chart and pinches of tossed crystal dust to form a pattern in the seven segments of the circle. The reader will then tell his customer's fortune.

Ebidu (Hard) - A shanthic martial art. The daily exercise consists of seven movements, corresponding with the lenght of the lunar orbits. By the time the practitioner reaches Movement Tra, he become a blinding flash of steel and muscle. This must be successfully accomplished once each day to maintain bonuses of ebidu. There are no level differences; one succeeds or not. (See the section on Ebidu on in the Ca-Du article.)

Machete (Combat) - A sword-like jungle weapon with a large flat curving blade. Treat as sword for damage. Machete confers no advantage to offense and a -1 to defensive advantage.

SURVIVING MINIMUMS

If you use random rolls for an occupation, before you begin calculating points, redistribute up to 8 points in each column to qualify for the occupation. Use the bonus character points after you have qualified for the occupation.

S

CRYSTAL WEAPONS

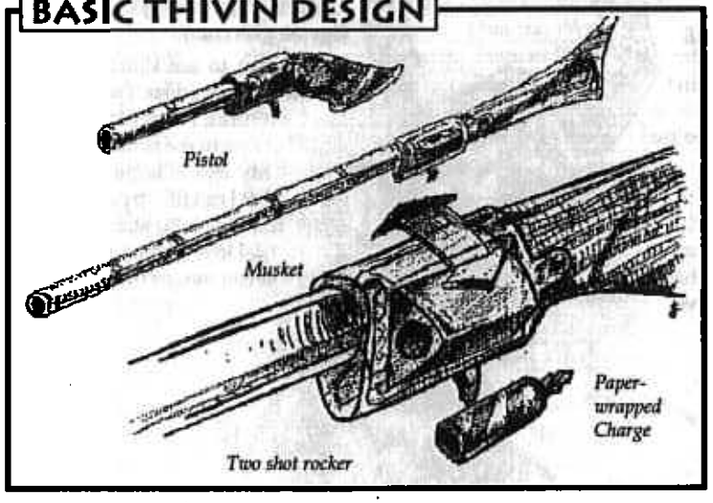
The time was when your players couldn't use the pistol and rifle skills unless they were a human with an Earth-tec weapon. Thankfully, thivin ingenuity has come to the rescue with a new design of pistol and musket utilizing the properties of crystals.

The new weapon begins with the barrel, a masterly craftwork of ceramic embedded with spent crystal dust. These barrels, called slamsticks, can be used separately (which will be explained later).

The load for the gun consists of a mix of Gobey and Desti crystals with a sliver of fire crystal in the butt of the load to cause the charged crystal to expand, pushing shot through the barrel toward the target. These paper wrapped loads can be purchased or created by your player characters in their spare time.

The loads for the guns are placed in a two shot rocker (sorry, no six-shooters), giving a player two shots before they lose a round to reload.

BASIC THIVIN DESIGN



The long ceramic/crystal barrel restricts the expansion of the isho released by the load. This pushes a powerful flow of isho that can propel a payload for several dozen yards – bits of metal, glass, scrap crystal shards, nails or anything else the player character or NPC can load into the barrel. Both pistol and rifle forms of these weapons are at -2 to hit because of the spread of the blast. They take their damage from the tables for pistol and rifle. For range use the bolo table in Third Edition for handguns, the sling range table for rifles.

In an emergency the barrel of this weapon – or even a rough substitute like a bamboo reed – can be used to fire a charge. Thivin can even fetch a good price for defective barrels by selling them as 'slamsticks'. To use a slamstick, put the load in one end (it is usually a bit smaller to allow further constriction of the released isho) try to aim, and slam the fire crystal against a solid object (a rock, tree, building or even your belly if you wear armor). The problem is that a slamstick also does damage to the surface against which it has been struck (you better be wearing good armor). Slamsticks are -5 to hit, -3 to damage for a rifle, and an additional 50% of the damage is distributed to the striking surface (damn good armor, boy).

Sadly, the barrels for these weapons give out every 3d6x3 shots and must be replaced. But they're fun while they last!

S

WELCOME TO SHOLARI (2)

Is it done yet?

Funny how little projects grow and take over your life. I've been involved with magazines and books for several years and should know how to draw the line. A deadline - nothing more happens after *this* date!

Or this one.

(Ooooh, that would be neat, we can wait a couple more days ...) Okay, this is the real deadline. Seriously.

The artwork for the Somar adventure didn't arrive in time so it has been pushed back to Sholari #2. I lost Andrew's version of the editorial and he had to write it again from scratch (thanks, Andrew).

And then my editor had the idea of asking the editor of Jorune 3rd Edition to review the Sholari Pack – and Mr. Ackerman accepted! (Thanks, Janice. Thanks, Dave.)

I conned my gaming buddy Rich into review the Innocents of Gauss (it didn't seem right for me to write a review of a product I helped shape). (Thanks, Rich.)

Two of the people on my Jorune teams agreed to do art (Thanks, Steve. Thanks, Jerry.) and I found myself getting back into some of the art styles I've always enjoyed so I did filler goodies at will (it's one of the perks of being editor, publisher and grand high poo-bah of the magazine).

This issue is Auss because there will be a Crith issue in February (and I don't want two Crith issues). I originally wanted to get Sholari in the mail by November 15th to avoid holiday mails, but my computer hiccupped with the entire layout. I did a print out for proofing and the next time I opened the file it was a previous version with no indication the layout I had finished had ever existed. And I have the print out to prove that it did. *SIGH*

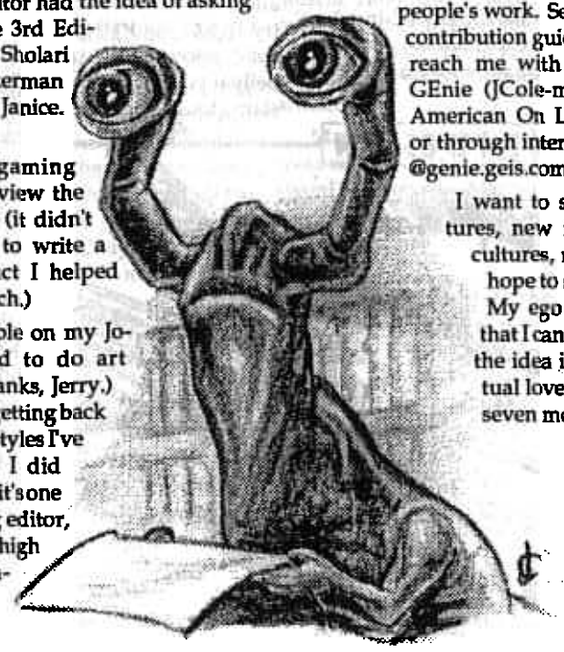
So I went back to work, reconstructing the magazine.

Unless it says otherwise, the words here are mine. Art is identified by name on page 2 - if it isn't identified, it's one of mine.

Next time around I want to see a lot of other people's work. See page 34 for the contribution guidelines. You can reach me with e-mail through GEnie (JCole-man21), through American On Line (RadioJoe5), or through internet (jcoleman21-@genie.geis.com).

I want to see short adventures, new ideas (weapons, cultures, races, etc.), and I hope to see some humor. My ego is large enough that I can fill up pages, but the idea is to share a mutual love of life under the seven moons of Jorune.

S



JORUNE AND A HALF

QUICK NPCS

One of the most frustrating things for any gamemaster is to be unable to come up with an NPC on the spot - name, occupation, and abilities. This kind of quick reference helps me develop background characters quickly without resorting to names like "Dwayne the Demon."

Of course, this is not a complete system, but it gives you a starting point. Certain races cause special problems. Thriddle use a three name system and the letter "O" seems to be of great importance in their nomenclature. Corastin have their own method (explained by the game's creator on the following page). Crugar and cygra seem to prefer purr, growl and hiss sounds. Cleash and Ramain seem to best be known as "eek, its one of them - *run!*." Shantha have names related to their proficiency with isho and defense of the planet.

Feel free to adapt the system to your needs and then share the new material with other readers.

Many of these names are based in NPCs found in Third Edition.

For NPC's sex, roll any one die; even = female, odd = male. Then roll 1d20 for name and again for family name and race. Decide which race is more likely for your characters to encounter in this location. Roll 1d20 for the characters general ability with physical skills, his access to knowledge and his basic combat level (remember, the race may determine the weapon of choice).

	First Names			Basic Rolls
	Male	Female	Family & Race	Physical/Knowledge/Combat
1	Brianon	Jula	Marxam - Boccord/Woffen	5/17/13
2	Bronthir	Doran	Bronthir - Boccord/Bronth	6/16/14
3	Daclish	Noni	Herilon - Human/Woffen	8/14/16
4	Garrett	Perin	Draken - Muadra/Woffen	14/14/15
5	Edwain	Stelene	Hogarth - Human/Bronth	10/10/10
6	Johan	Janci	Tanhall - Boccord/Cygra	8/12/14
7	Jorgen	Zanell	Morthma - Muadra/Woffen	8/17/12
8	Justin	Yoplon	Gorm - Human/Trarch	9/6/14
9	Garrett	Lian	le Clur - Human/Muadra	18/15/8
10	Lavis	Klerstin	Parth - Human/Woffen	15/9/13
11	Molver	Perphonia	Wesley - Human/Boccord	7/7/13
12	Oberlin	Betha	Jolli - Human/Bronth	11/9/11
13	Ollion	Helain	Pleathers - Human/Thivin	16/5/12
14	Antrhos	Wellin	Quinti - Human/Muadra	12/12/9
15	Sal	Kit	Hornfel - Human/Boccord	9/18/9
16	Shar	Yonnia	Bedarkis - Human/Boccord	10/15/14
17	Sorn	Gret	Unfeld - Boccord/Bronth	8/15/11
18	Rovner	Somma	Drith - Human/Woffen	6/8/7
19	Pellin	Antha	Kane - Human/Boccord	13/10/14
20	Reltha	Pella	Dern - Human/Woffen	17/14/18

S

JORUNE AND A HALF

CORASTIN NAMING TRADITIONS

Corastin names break down into three groups. The parents choose the first name, the child the last name. The last name is chosen in adulthood to represent the corastin's true nature. A corastin parent's dream is to have a child with the same first and last name. For example "Addacar Re-Addacar" is an adult corastin whose parents wished him to be wise and he believed himself wise as an adult.

Generally you want longer sounds from the last name, but some prefixes might work. For example, the last name in the thinkers is started with a "Re-."

Here are a few names from each of the three types:

Apden "Thinkers" (last name, add Re-)	Kosen "Social Ones" (last name, add Ke-)	Drahs "Pummelers" (last name, add De-)
Appro	Kosa	Draugna
Apprill	Kosira	Draufter
Appra	Kosill	Drauma
Apprac	Kosy	Draumi
Addacar	Kosindraulla	Drauw
Addam	Kosinger	Draubbit
Adday	Kosre	Draubbit
Addapafta	Kosoboy	Drauvo

Parents of Apden hope for better temperaments, Kosen parents hope for social children, and Drahs hope for real sluggers.

-- Andrew Leker

S

CONTRIBUTORS GUIDELINES

If you have art, maps, news, information, ideas, original game creations or adventures you would like to share, you are invited to contribute.

ARTICLES and STORIES: Standard manuscript submissions - typed double spaced on clean white paper, one side only, 4 pages maximum for game creations, 8 pages maximum for mini-adventures.

ARTWORK: Submit photocopies; don't send your originals through the mail without prior approval.

ELECTRONIC SUBMISSIONS: We can accept text submissions on Macintosh or IBM 3.5" disks in text, RTF, MS Word (IBM or Mac), WordPerfect, Works or MacWrite format. Art on disc should be in PICT, PICT2 or TIFF format. If you have a large submission, use DiskDoubler, Stuffit or .SEA compressions only (no ZIP).

COPYRIGHT: Material is copyrighted in my name, with rights granted for publication right and reprint permitted. All other rights can be reassigned to the creator on request.

PAYMENT: Until we can afford cash payments, you will be paid in magazines: three copies of the issue in which your work appears, or one copy each of the next three issues. We hope to offer a cash payment in the future, depending on subscriber and advertising response.

Deadline for Crith 1994 issue:
February 15, 1994.

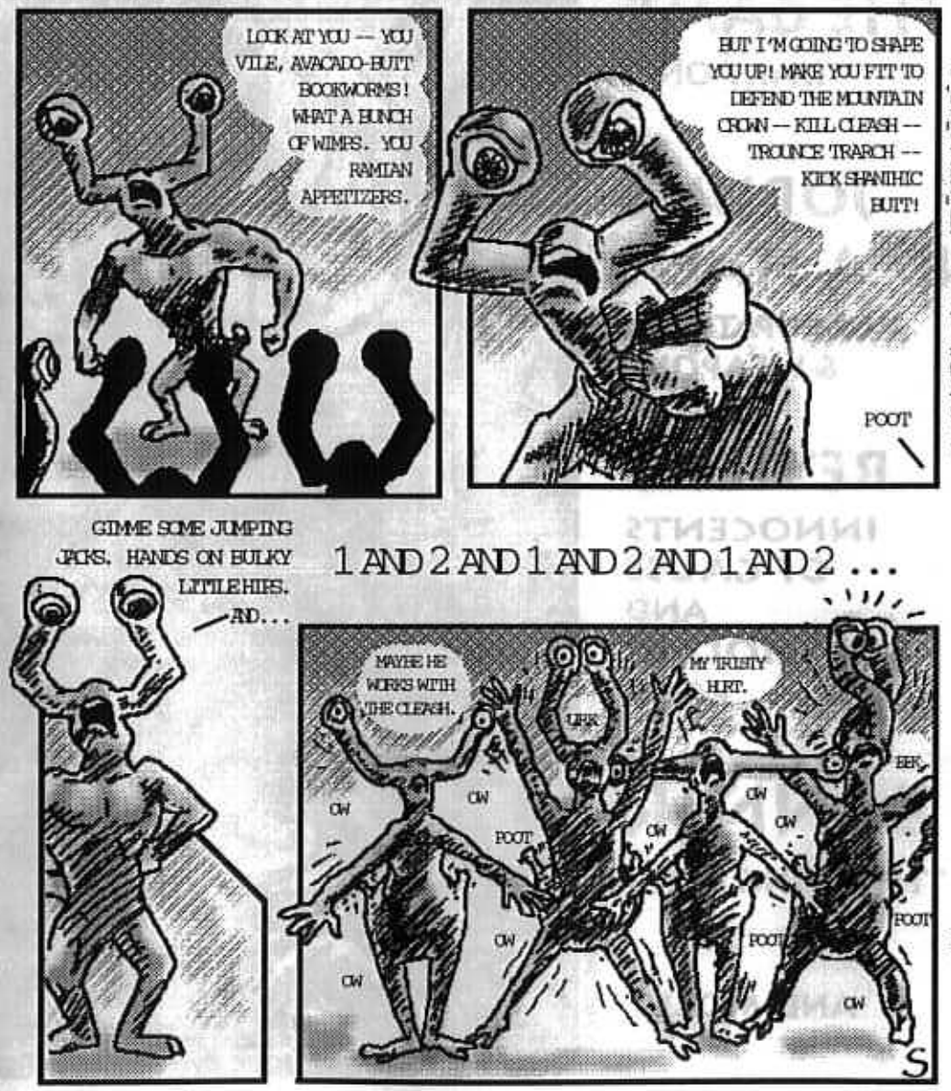
Send your contribution, art or letter to:

Joe Coleman, Editor
TALEWIND PRODUCTION
Box 12631 • Berkeley, CA
94701-2631 USA

JAROON

IMA HUNKI FADRI ADDRESSES THE RECRUITS...

Sometimes I wonder about the thriddle military...


LOOK AT YOU -- YOU VILE, AVACADO-BUTT BOOKWORMS! WHAT A BUNCH OF WIMPS. YOU RAMIAN APPETIZERS.
BUT I'M GOING TO SHAPE YOU UP! MAKE YOU FIT TO DEFEND THE MOUNTAIN CROWN -- KILL CLEASH -- TROUNCE TRARCH -- KICK SHANIHIC BUTT!
POOT
GIMME SOME JUMPING JACKS. HANDS ON BULKY LITTLE HIPS. AND...
1 AND 2 AND 1 AND 2 AND 1 AND 2...
MAYBE HE WORKS WITH THE CLEASH.
MY TRUSTY HART.
UHH
EEK
OW
POOT
S